

## LISTING OF THE CLAIMS

Claims 1-69 were originally pending. Please amend claims 7, 9-11, 15, and 16. Please cancel claims 1-6 and 17-69 without prejudice. Please add claims 70-89. Accordingly, claims 7-16 and 70-89 are currently pending.

The following listing of claims replaces all prior versions, and listings of claims in the application.

### Listing of Claims:

1 - 6. (Canceled)

7. (Presently amended) A computer-readable medium comprising computer-executable instructions for providing a user interface for use with a stylus, the computer-executable instructions comprising instructions for:

re-routing stylus-based user input to a first application that is executing under an operating system (OS), the input being re-routed such that the input is not received by the operating system for distribution to any second application that is executing under the OS;

analyzing the input to determine whether the input should be treated as mouse input ~~a mouse-like input~~; and

responsive to determining that the input should not be treated as a mouse ~~mouse-like~~ input, displaying a menu comprising selectable items to allow a user to direct the computer system to interpret one or more subsequent stylus-based user

1 inputs as right-mouse button input, hover cursor input, keyboard input~~keyboard-~~  
2 ~~like input~~, or handwriting input by selecting one of the selectable items.

3  
4 8. (Original) A computer-readable medium as recited in claim 7,  
5 wherein the second application is designed to receive user input from the operating  
6 system.

7  
8 9. (Presently amended) A computer-readable medium as recited in  
9 claim 7, wherein the instructions for analyzing the input further comprise  
10 instructions for determining that the input should be treated as a mouse ~~mouse-like~~  
11 event when the event is a single quick touch or a double quick touch.

12  
13 10. (Presently amended) A computer-readable medium as recited in  
14 claim 7, wherein analyzing the input further comprise instructions for determining  
15 that the input should not be treated as a mouse ~~mouse-like~~ event when the input is  
16 a continuous touch input.

17  
18 11. (Presently amended) A computer-readable medium as recited in  
19 claim 7, further comprising instructions responsive to determining that the event  
20 should be treated as a mouse ~~mouse-like~~ event, the instructions communicating the  
21 input to the operating system for subsequent distribution to any other applications  
22 such as the second application.

23  
24  
25

1 12. (Original) A computer-readable medium as recited in claim 7,  
2 further comprising instructions for:

3 determining whether an item of the selectable items has been selected  
4 within a predetermined amount of time since presenting the menu; and

5 responsive to determining that the item has not been selected within the  
6 predetermined amount, dismissing the menu.

7  
8 13. (Original) A computer-readable medium as recited in claim 7,  
9 wherein the selectable items are displayed in an action area, and wherein the  
10 computer-executable instructions further comprise instructions for:

11 identifying stylus-based user input outside of the action area; and

12 responsive to identifying the stylus-based user input, dismissing the menu.

13  
14 14. (Original) A computer-readable medium as recited in claim 7,  
15 further comprising instructions for:

16 detecting selection of an item of the selectable items; and

17 responsive to detection the selection:

18 (a) hiding the menu; and

19 (b) performing a task corresponding to the item.

20  
21 15. (Presently amended) A computer-readable medium as recited in  
22 claim 14, wherein the task comprises: (a) communicating right mouse click input  
23 to the second application; (b) moving a cursor over a display screen; (c) generating  
24 ~~keyboard-like~~ keyboard input; or (d) generating and interpreting handwritten data.

1 16. (Presently amended) A computer-readable medium as recited in  
2 claim 7, wherein the instructions for allowing a user to specify that the computer  
3 system is to interpret a subsequent stylus-based user input event as a mouse-right-  
4 button click event, a hover cursor event, keyboard event ~~a keyboard-like event~~, or  
5 a handwriting event further comprise instructions for:

6 detecting selection of an item of the selectable items; and

7 responsive to detecting the selection:

8 (a) hiding the menu;

9 (b) performing a task that corresponds to the item, the task having a  
10 result; and

11 (c) communicating the result as input to the second application.

12  
13 17 - 69. (Canceled).

14  
15 70. (New) A method comprising:

16 a processor;

17 a memory coupled to the processor, the memory comprising computer-  
18 program instructions executable by the processor for:

19 re-routing stylus-based user input to a first application that is  
20 executing under an operating system (OS), the input being re-routed such that the  
21 input is not received by the operating system for distribution to any second  
22 application that is executing under the OS;

23 analyzing the input to determine whether the input should be treated  
24 as mouse input; and

1 responsive to determining that the input should not be treated as a  
2 mouse input, displaying a menu comprising selectable items to allow a user to  
3 direct the computer system to interpret one or more subsequent stylus-based user  
4 inputs as right-mouse button input, hover cursor input, keyboard input, or  
5 handwriting input by selecting one of the selectable items.

6  
7 71. (New) A method as recited in claim 70, wherein the second  
8 application is designed to receive user input from the operating system.

9  
10 72. (New) A method as recited in claim 70, wherein the instructions for  
11 analyzing the input further comprise instructions for determining that the input  
12 should be treated as a mouse event when the event is a single quick touch or a  
13 double quick touch.

14  
15 73. (New) A method as recited in claim 70, wherein analyzing the input  
16 further comprise instructions for determining that the input should not be treated  
17 as a mouse event when the input is a continuous touch input.

18  
19 74. (New) A method as recited in claim 70, further comprising  
20 instructions responsive to determining that the event should be treated as a mouse  
21 event, the instructions communicating the input to the operating system for  
22 subsequent distribution to any other applications such as the second application.

23  
24  
25

1       75. (New) A method as recited in claim 70, further comprising  
2 instructions for:

3           determining whether an item of the selectable items has been selected  
4 within a predetermined amount of time since presenting the menu; and

5           responsive to determining that the item has not been selected within the  
6 predetermined amount, dismissing the menu.

7  
8       76. (New) A method as recited in claim 70, wherein the selectable items  
9 are displayed in an action area, and wherein the computer-executable instructions  
10 further comprise instructions for:

11           identifying stylus-based user input outside of the action area; and

12           responsive to identifying the stylus-based user input, dismissing the menu.

13  
14       77. (New) A method as recited in claim 70, further comprising  
15 instructions for:

16           detecting selection of an item of the selectable items; and

17           responsive to detection the selection:

18               (a) hiding the menu; and

19               (b) performing a task corresponding to the item.

20  
21       78. (New) A method as recited in claim 77, wherein the task comprises:  
22 (a) communicating right mouse click input to the second application; (b) moving a  
23 cursor over a display screen; (c) generating keyboard input; or (d) generating and  
24 interpreting handwritten data.  
25

1           79. (New) A method as recited in claim 70, wherein the instructions for  
2 allowing a user to specify that the computer system is to interpret a subsequent  
3 stylus-based user input event as a mouse-right-button click event, a hover cursor  
4 event, keyboard event, or a handwriting event further comprise instructions for:

5           detecting selection of an item of the selectable items; and

6           responsive to detecting the selection:

7           (a) hiding the menu;

8           (b) performing a task that corresponds to the item, the task having a  
9 result; and

10           (c) communicating the result as input to the second application.  
11

12           80. (New) A method comprising:

13           re-routing stylus-based user input to a first application that is executing  
14 under an operating system (OS), the input being re-routed such that the input is not  
15 received by the operating system for distribution to any second application that is  
16 exccuting under the OS;

17           analyzing the input to determine whether the input should be treated as  
18 mouse input; and

19           responsive to determining that the input should not be treated as a mouse  
20 input, displaying a menu comprising selectable items to allow a user to direct the  
21 computer system to interpret one or more subsequent stylus-based user inputs as  
22 right-mouse button input, hover cursor input, keyboard input, or handwriting input  
23 by selecting one of the selectable items.  
24  
25

1       81. (New) A method as recited in claim 80, wherein the second  
2 application is designed to receive user input from the operating system.

3  
4       82. (New) A method as recited in claim 80, wherein analyzing the input  
5 further comprises determining that the input should be treated as a mouse event  
6 when the event is a single quick touch or a double quick touch.

7  
8       83. (New) A method as recited in claim 80, wherein analyzing the input  
9 further comprises determining that the input should not be treated as a mouse  
10 event when the input is a continuous touch input.

11  
12       84. (New) A method as recited in claim 80, further comprising,  
13 responsive to determining that the event should be treated as a mouse event,  
14 communicating the input to the operating system for subsequent distribution to  
15 any other applications such as the second application.

16  
17       85. (New) A method as recited in claim 80, further comprising:  
18 determining whether an item of the selectable items has been selected  
19 within a predetermined amount of time since presenting the menu; and  
20 responsive to determining that the item has not been selected within the  
21 predetermined amount, dismissing the menu.

22  
23       86. (New) A method as recited in claim 80, wherein the selectable items  
24 are displayed in an action area, and further comprising:  
25 identifying stylus-based user input outside of the action area; and



responsive to identifying the stylus-based user input, dismissing the menu.

87. (New) A method as recited in claim 80, further comprising:  
detecting selection of an item of the selectable items; and  
responsive to detection the selection:

- (a) hiding the menu; and
- (b) performing a task corresponding to the item.

88. (New) A method as recited in claim 87, wherein the task comprises:  
(a) communicating right mouse click input to the second application; (b) moving a  
cursor over a display screen; (c) generating keyboard input; or (d) generating and  
interpreting handwritten data.

89. (New) A method as recited in claim 80, wherein allowing a user to  
specify that the computer system is to interpret a subsequent stylus-based user  
input event as a mouse-right-button click event, a hover cursor event, keyboard  
event, or a handwriting event further comprises:

- detecting selection of an item of the selectable items; and
- responsive to detecting the selection:
  - (a) hiding the menu;
  - (b) performing a task that corresponds to the item, the task having a  
result; and
  - (c) communicating the result as input to the second application.